

THE HORUS HERESY®

EXEMPLARY BATTLES OF THE AGE OF DARKNESS



THE SIEGE OF HYDRA CORDATUS: SUNDERING OF THE CADMEAN CITADEL

EXEMPLARY BATTLES

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. During this time, each Legion employed unique formations to prosecute their own style of war, whether by choice or through necessity, making use of unconventional, often abhorrent, tactics.

and weapons. Many of these formations would be lost during the dark years following the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted. Some, however, have been preserved in these records, that future generations may learn of the terrors unleashed upon the galaxy by the Emperor's turncoat sons and the valiant heroes who stood against them.



In the latter years of 007.M31 the Iron Warriors Legion had embarked on a campaign of vengeance. In the aftermath of the Phall engagement, the embittered sons of Perturabo brutally subjugated world after world, seeking to salve their wounded pride by bleeding and humbling the Imperial Fists wherever they could find them. On the world of Hydra Cordatus, the mere presence of the VIIth Legion's 42nd Company garrisoning the mountain fortress known as the Cadmean Citadel was enough to draw the attention of the Primarch Perturabo himself. In the stratagem of the IVth Legion's flagship, the Iron Blood, the captains of the Iron Warriors gathered under the gaze of their Primarch to decide whom among them would lead the invasion.

Perturabo had grown ever more distant from his sons since the events at Phall and many of his captains were eager to earn their Primarch's favour, thus elevating their position within the Legion. One such warrior was Siege Captain Ascarl Valkar, who vowed to Perturabo that he would take the Cadmean Citadel within a week and present the head of the Imperial Fists Castellan before the Primarch. Unimpressed by these arrogant

boasts, Veteran Galan Dion of the Dominators interjected that any direct assault upon the Cadmean Citadel without prior siegeworks and sustained bombardment would incur catastrophic losses to personnel and unacceptable degradation of matériel. Valkar contemptuously dismissed the criticism of the Dominator; Dion's word and that of his brethren holding little sway since the Phall engagement and their failure to contain a VIIth Legion boarding force that had advanced as far as the Primarch's inner sanctum. The Siege Captain's plan of attack had served him well on hundreds of worlds and would do so again, bringing swift annihilation to the Imperial Fists and a triumphant return to the favour of his Primarch.

Growing tired of his sons' bickering, the Lord of Iron decreed that Valkar would be granted the chance to fulfil his vow, but he would do so accompanied by the Dominators who would join his forces in the assault. The Iron Warriors' warfleet soon entered high orbit over the isolated world, having easily obliterated the small flotilla of Imperial Fists frigates and Mechanicum bulk haulers held in geo-static anchor over the Citadel.

The IVth Legion fell upon Hydra Cordatus with overwhelming force, the unequivocal message to the civilian population and Loyalist defenders being that there could be no escape from the wrath of the Iron Warriors. Magma bombs and mass-driver cannons reduced the valleys and agri-settlements filling the world's fertile deltas to arid dust, boiling away the rivers and turning arable earth to barren wasteland. Lance strikes and macro cannon shells, ordinarily used in void warfare against enemy fleets, were unleashed upon the planet from low orbit, wiping entire cities off the surface of Hydra Cordatus. Only the Cadmean Citadel and its surrounding areas were spared the destruction; the Iron Warriors making it known in that way that the death of the Imperial Fists would be a personal matter, one to be settled by bolter and chainsword. After two days of sustained orbital bombardment, Siege Captain Valkar and the 33rd Grand Battalion made planetfall. Thousands of Legionaries marched out of their colossal orbital landers, followed by wave after wave of mobile siege guns and artillery pieces. Alongside them came the Dominator Cohorts, disciplined squads of warriors clad in hulking Cataphractii Terminator plate, who swiftly boarded their Spartan assault transports as soon as they were deployed on the red soil of Hydra Cordatus.

The assault force surged forwards from their landing zones and without waiting for additional forces to land, Valkar threw the first wave of his troops into the fray. The Iron Warriors made no attempt to cover their approach, but instead charged straight towards the great gates of the mighty fortress. Squadrons of Land Raiders and Rhino armoured transports dropped their ramps to disgorge their Space Marine cargo into the teeth of the outermost Loyalist defence lines. Solar Auxilia from the Chalchidean Grenadiers manning hidden bunkers opened fire with emplaced heavy weapons as soon as the first Iron Warriors appeared in their targeting reticles, blasting dozens of them apart in a storm of lascannon and autocannon fire. IVth Legion Arquitor tanks following in the wake of the infantry returned fire with their Morbus bombard cannons, the pulverising shellfire shattering the gun bastions and burying the Solar Auxilia within under tonnes of choking rubble.

It was at this moment that the Imperial Fists revealed themselves, squads of Legionaries appearing on the ramparts of the Citadel to open fire with bolters and heavy weapons on the Iron Warriors below as soon as they had entered the VIIth Legion's pre-determined kill zones. The outer walls were arranged into complex multi-pointed forms that allowed the attacking forces no respite from the withering plunging fire of the defenders. Imperial Fists Legionaries rose from concealed trenches outside the walls, shooting their bolters at point blank range before the Iron Warriors were in amongst them. Battle was joined at close quarters then; a savage and pitiless fight where no quarter was asked or given. Chainswords roared, sparks spraying from armour plates or biting deep into suit seams and neck joints, their wickedly sharp teeth tearing through flesh to unleash fountains of blood. Amidst the carnage, it seemed as if the Citadel itself came alive to repel the invaders; cavernous maws opened in the ground to swallow entire squads of Legionaries before constricting shut and crushing them to death. Graviton pulse generators flared to life within the walls, trapping Iron Warriors in place to be picked off by Imperial Fists snipers or impaled upon stony protrusions that erupted from the ground driven by the will of the fortress.

In the centre of the line, indefatigably roaring his defiance, Siege Captain Valkar led a phalanx of veterans towards the outer gates of the Citadel. There, the enemy's weapons fire was at its most furious and dozens of his Iron Warriors were slain as each formidable row of curtain wall and array of carefully spaced defensive towers offered numerous layers of enfilading fire upon any forces that attempted to assail the gates. The Dominators joined the Siege Captain's assault, their thunder hammers rising and falling upon any Loyalist who stood in their way in a funerary tolling of relentless destruction. Valkar and his men reached the gates first, the veterans reducing the great hinges to molten metal with their meltaguns before battering the gates down with power fists and heavy power mauls.

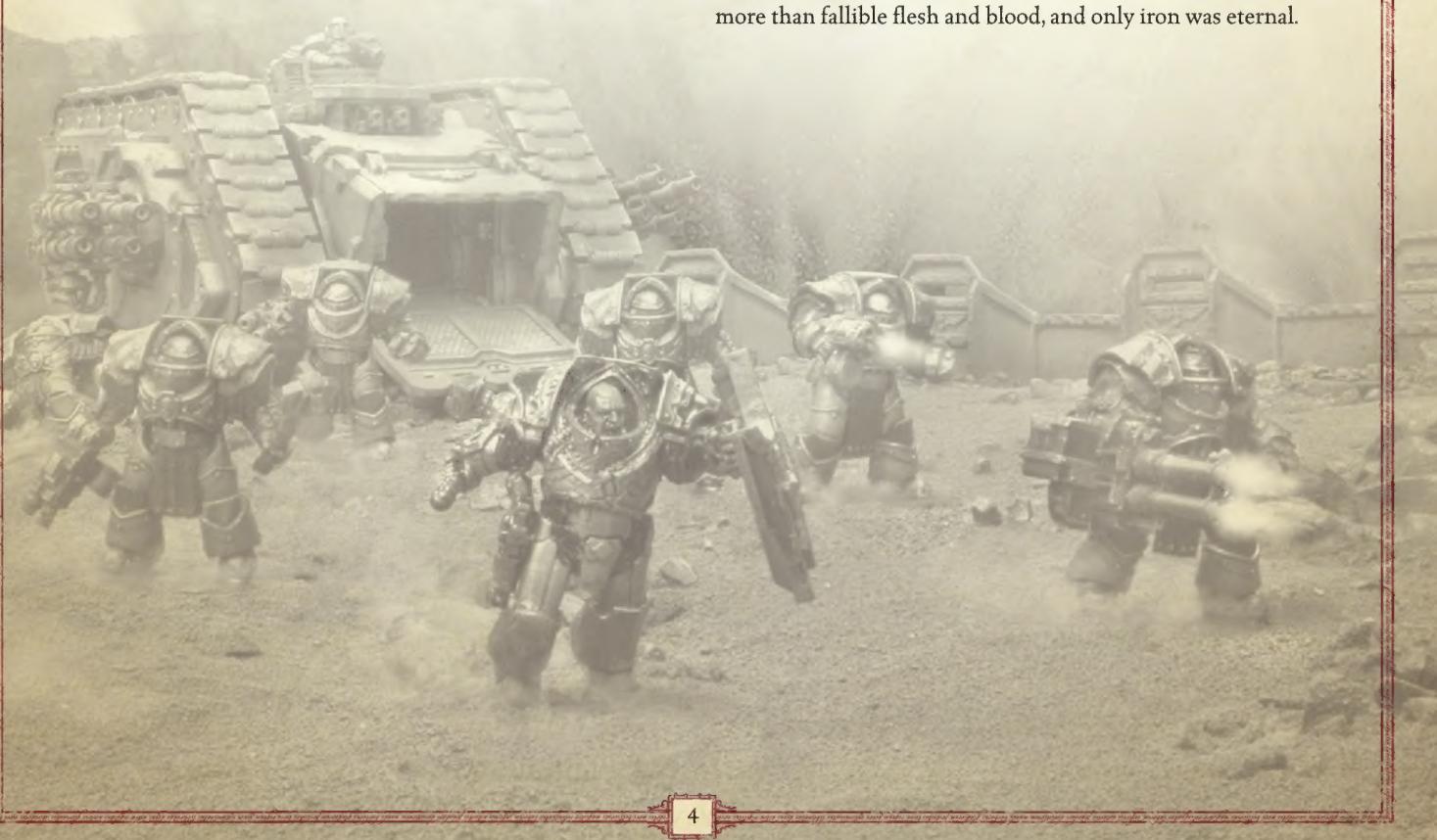


Immediately, the lead Iron Warriors were thrown backwards as a storm of bolt shells from within the Citadel tore into them. Through the broken wreckage of the gates lumbered five maniples of Castellax battle-automata, the mauler bolt cannons mounted upon their shoulders spitting an unceasing hail of shellfire. An Imperial Fists Forge Lord led these walking engines of death into battle and they drove a grinding wedge into the advancing Iron Warriors. The Castellax killed their foes with vicious spinning power blades or powerful shock chargers, ripping the Iron Warriors apart with an inhuman strength against which even the Legiones Astartes could not stand. Imperial Fists reserves advanced behind the hulking machines, squads of breachers locking their shields together to form an impenetrable wall that blocked any further advance towards the inner Citadel.

The Dominators surged forwards to stop the bloody rampage of the Castellax and break the shieldwall; Galan Dion pressing on relentlessly with his Cataphractii armoured brethren through a hailstorm of fire unleashed by the battle-automata's weapon systems. They charged the Castellax with a fury born of resentment and shame, venting the frustration of their fall from their Primarch's side on the battle-automata that so closely resembled the Iron Circle that had replaced them. The momentum of the Imperial Fists' counter offensive was lost as the bodies of the dead, machine and Legionary alike, fell by the dozen into the bloody quagmire before the gates of the Cadmean Citadel. In the wake of the Dominators' shock assault, the Iron Warriors re-formed their forces and pressed the attack, but neither side was able to land the decisive blow that would break the stalemate and decide the outcome of the battle.

As the slaughter at the fortress-line continued unabated, the Dominators inexorably fought their way to where Valkar stood among the few surviving veterans of his vanguard. The Siege Captain snarled into the vox for more reinforcements to be brought in and blamed the state of the battle on the Dominators and their late arrival, accusing Galan Dion of conserving the numbers of his men in a cowardly manner unbefitting an Iron Warrior. Two thirds of the 33rd Grand Battalion already lay dead or grievously wounded upon the soil of Hydra Cordatus and with the battle lines reduced to a vast bloody impasse of carnage, Galan Dion decided that the Siege Captain's folly would bring about the ruin of them all if it was not halted. The veteran Dominator and three of his brethren menacingly closed in around Valkar who, realising their intent, swung his power sword in wild arcs in an effort to fend off the hulking Terminators. Galan Dion lowered his shoulder and crashed into Valkar mid-swing, disarming the Siege Captain and throwing him off his feet. The Dominators seized Valkar and fought their way clear of the raging battle, losing several of their number on the arduous journey back to the IVth Legion's landing zone.

There, in front of his personal Stormbird assault lander, Perturabo stood surrounded by his fearsome Iron Circle. The towering battle-automata formed a protective cordon around the Primarch as the Dominators had once done, before their dismissal and replacement. Valkar was tossed to the ground before his Primarch's feet. This time he would have no chance to account for his failure. At the slightest nod of Perturabo's head, the Iron Circle turned their bolt cannons on the Siege Captain and reduced him to bloody pieces of ceramite and flesh in seconds. Galan Dion looked to his Primarch for approval, hoping that the worth of the Dominators would be recognised once more, but there was no sympathy in the stony gaze of their father as he ordered the Iron Circle to move into the combat zone and break the deadlock. The Dominators would be sent once again to the front lines to serve and bleed like every other Legionary of the IVth Legion, for in their Primarch's eyes they were nothing more than fallible flesh and blood, and only iron was eternal.





ELITES

Once proudly honoured as peerless among their brethren and granted the role of retinue to their gene-sire, those of the Tyranthikos, or Dominators, were relieved of their most prized duty following the events of the Battle of Phall. Perturabo's unveiling of his 'Iron Circle' automata displaced the former bodyguard of the Primarch and sent the veteran warriors back into the front lines of the Warmaster's campaign towards Terra. With their battle-honed experience replaced by the calculated logic engines of the Iron Circle and their honour besmirched, the Dominators became increasingly resentful of their Legion command and within them grew an unrestrained hatred towards the automata that had replaced them.

0-1 IRON WARRIORS DOMINATOR COHORT

275 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dominator	5	4	4	4	1	4	2	9	2+

Unit Composition

5 Dominators

Unit TypeDominator: Infantry
(Character)**Wargear**

- Combi-bolter
- Thunder hammer
- Cataphractii Terminator armour

Special Rules

- Legiones Astartes (Iron Warriors)
- Implacable Advance
- Stubborn
- Hatred (Cybernetica Cortex)
- Those Once Honoured

Options

- The Dominator Squad may take:
 - Up to 5 additional Dominators +40 points each
- For every five models in the unit, one model in the unit may exchange their combi-bolter for one of the following:
 - Heavy flamer +10 points each
 - Reaper autocannon +15 points each
 - Multi-melta +25 points each
- Any model in the unit may exchange their thunder hammer for:
 - Chainfist Free
- Any model in the unit may exchange their combi-bolter for:
 - Combi weapon +7 points each

Dedicated Transport

- A Dominator Cohort numbering five models may take a Land Raider Phobos as a Dedicated Transport.

Those Once Honoured

The Dominator Cohorts exist in purgatory, stripped of the honours once bestowed upon them by their Primarch and forced to serve in the forefront of the most gruelling assaults. Once they had been the bodyguard of Perturabo himself, and high in the esteem of Primarch and Legion, but their failure at the Battle of Phall would see them reduced to the miserable state in which they existed during the Horus Heresy. The Iron Circle automata that had replaced them as Perturabo's bodyguard were an ever-present reminder of their failures during the opening salvos of the Horus Heresy and became the focus of a malignant disdain.

A Dominator Cohort may be chosen instead of a Command Squad as a bodyguard for Perturabo. If selected in this manner they count as a Retinue unit and do not use up a separate Force Organisation slot, but no other Retinue unit may be selected for Perturabo. All models in a Dominator Cohort selected in this manner lose the Hatred (Cybernetica Cortex) and instead gain the Feel No Pain (6+) special rule. In addition, if an army includes a Dominator Cohort selected as a retinue for Perturabo, then the army may not include any 'Iron Circle' Domitar-ferrum class battle-automata maniple units.

UNIT SHOWCASE

Shown below are some examples of Iron Warriors Dominator Cohort Squads that have been built and painted by members of the studio staff. The units use variants of Cataphractii Terminator armour painted in the metallic iron colour of the IVth Legion heraldry, embellished with yellow and black chevrons. The squads are based on the Cataphractii Terminator Squad Set or the Iron Warriors Legion Tyrant Siege Terminators, with a selection of upgrade parts from the Forge World range, including the Cataphractii Special Weapons Set.







SUNDERING OF THE CADMEAN CITADEL LEGENDARY MISSIONS

The grand battalions of the IVth Legion invaded the world of Hydra Cordatus with nothing more than bloody vengeance as their objective. Still embittered by the events of the battle fought in orbit of Phall, Perturabo desired only to strike back at the Imperial Fists, meet them in combat and use their spilled blood as a salve upon his bruised ego. Instead of contemptuously razing the planet with a bombardment conducted from low orbit, an overwhelming force of Iron Warriors made planetfall, intent on choking the life from the then verdant agri-world in an ever-tightening stranglehold of metal and stone, fortifications and bunkers.

A garrison company of Imperial Fists, supported by Imperialis Militia defence forces and hastily equipped militias strived in vain to resist the relentless assault of the Traitors, but against such a display of spiteful destruction and without any chance of reinforcement, few tactical choices remained viable. The Loyalist forces would be forced to retreat

and the final pocket of resistance would find themselves encircled within the walls of the Cadmean Citadel, an ancient and mysterious structure that defied the understandings of even the most learned warwrights of the age. Here the Sons of Dorn and their unaugmented allies would be forced to fight shoulder to shoulder for every last remaining moment of their lives, pitched once again against their most bitter of rivals and the brooding wrath of none other than Perturabo himself.

The missions presented here can be used to enact key battles of the Siege of Hydra Cordatus, representing the overwhelming assault of the Iron Warriors and their indentured forces against the Imperial Fists and the planetary defence forces and militias marshalled under their command. Players may wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness.

Playing as a Campaign

The missions provided can be played as one-off games, but should players wish to use them as a campaign, Mission One: The Iron Tide should be played up to three times, once on each of the different deployment maps, before progressing on to Mission Two: Vengeful Strike. If the Attacker scores the Into the Breach objective in any of the first games, players should play Mission Two: Vengeful Strike next.

MISSION ONE: THE IRON TIDE

In their pursuit of revenge, the Iron Warriors cared little for the cost in life nor the expenditure of resources that they would pay in order to bring destruction to the forces of the Imperial Fists. In besieging the world of Hydra Cordatus they engaged in battle on their preferred terms, for few Legions were as expert in the brutal art of attrition warfare as they. Despite this, the warriors of the IVth Legion forces were not entirely united in their objectives. Beneath the iron-hard exterior of each warrior, jealousy, doubt and rivalry had corroded the loyalties of Perturabo's inner circle, some of whom would gladly see their kin fail in place of themselves.

THE ARMIES

The Iron Warriors player should take the role of the Attacker and the Imperial Fists player the role of Defender. Players should choose their armies using *The Horus Heresy: Age of Darkness* rules.

SETTING UP THE GAME

- If this mission is being played as a one-off game, roll a D6 to determine which deployment map is used.

D6 Result

1-2 Dawn of War
3-4 Hammer and Anvil
5-6 Breakthrough

- If this mission is played as part of a campaign, use each deployment map in sequence.
- Set up terrain for the battlefield using ruins and other suitable terrain to represent the remnants of hab-zones and defensive positions.
- Determine Warlord Traits and psychic powers.
- Place objective markers in accordance with the Mission Special Rules section.

DEPLOYMENT

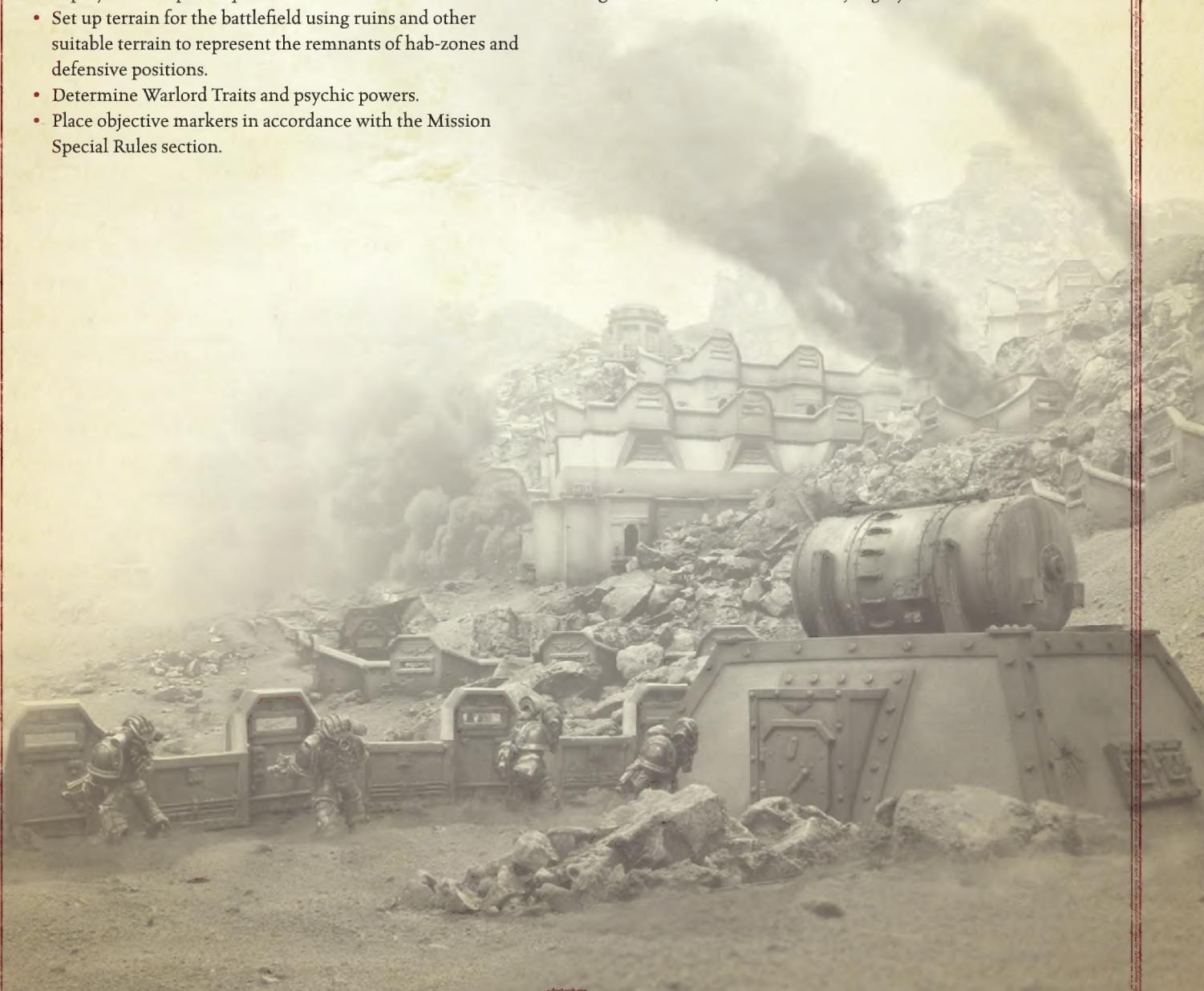
- The Defender deploys any fortifications they have within their deployment zone.
- The Attacker deploys any fortifications they have within their deployment zone.
- The Defender deploys their entire force, except for any units held in Reserve, into their deployment zone.
- The Attacker deploys their entire force, except for any units held in Reserve, into their deployment zone.

FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules in *Battles in the Age of Darkness, The Horus Heresy: Age of Darkness* rulebook.



VICTORY CONDITIONS

As direct as the goals of the IVth Legion were, there existed rivalries and distrust between the commanders of the grand battalions as they vied to prove themselves in the eyes of their gene-sire. As such, even a simple victory could be judged as a failure or display of ineptitude to those that looked in from the outside. For the beleaguered garrison of the Imperial Fists, simply living to fight another day would be considered a great success as the siege of their world ground onwards.

At the end of the game, the player who has scored the most Victory points is the winner. If both players have the same number of Victory points, the Attacker wins if they have achieved the Into the Breach Secondary Objective and the Defender wins if they have not.

Primary Objectives

- The primary victory conditions of this mission are achieved by capturing and controlling the objectives that are placed as per the Mission Special Rules. The Attacker and Defender will score a different amount of Victory points as follows.
- At the end of the game, roll a D6 on the following table to determine the worth – if any – of each objective controlled by the Attacker at the end of the game. Roll once for each objective.

D6 Result

1	No Victory points
2-4	1 Victory point
5-6	2 Victory points

- The Defender scores 1 Victory point for each objective that is controlled at the end of the game.

Secondary Objectives

- **Bloodied but Unbroken:** If, at the end of the game, the Defender has more units on the battlefield and not in Reserves that have not been destroyed and are not Falling Back or Pinned than the Attacker, the Defender gains 1 Victory point.
- **The End of Defiance:** If the Attacker destroys the enemy Warlord, the Attacker gains 1 Victory point.
- **Into the Breach:** If, at the end of the game, the Attacker has at least one model from a scoring unit within 6" of the Defender's table edge, they score 1 Victory point.

MISSION SPECIAL RULES

- Reserves

Placing Mission Objectives

This mission uses D3+3 Objective markers that can be represented by specially modelled markers, coins or counters between 1"-2" in diameter. During the game set-up, but before any models are deployed, players should take turns placing the markers in any area of the board except for the Attacker's deployment zone or within an area of Impassable terrain, with the Defender placing the first marker. Markers must not be placed within 6" of each other or of a board edge. If the last markers are impossible to place using the above rules, simply nudge the other Objective markers by the smallest distance necessary to allow the last ones to be placed.

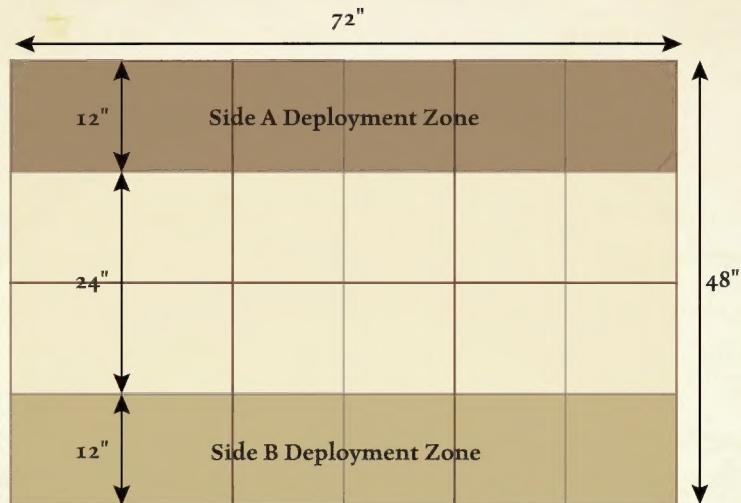
In order to claim or deny an objective, a player must have a model from a scoring unit within 3" of the Objective marker at the end of the game. A unit may never claim or deny more than a single objective.



DEPLOYMENT MAPS

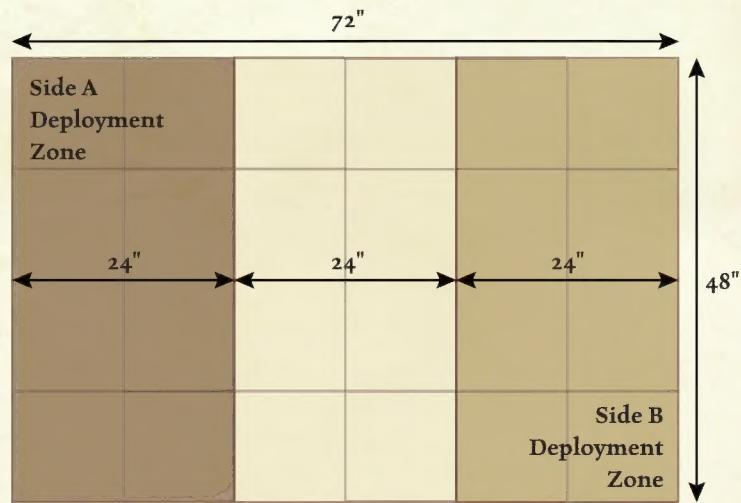
1. Dawn of War

For Dawn of War battles, a player's board edge is the long board edge touching their own deployment zone.



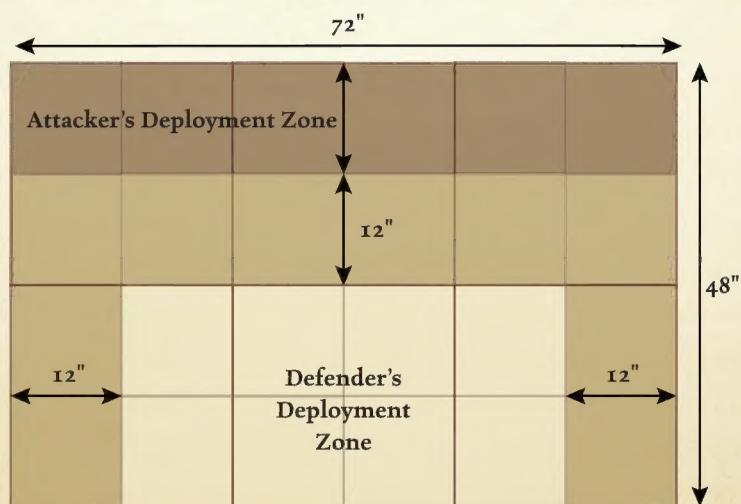
2. Hammer and Anvil

For Hammer and Anvil battles, a player's board edge is the short board edge touching their own deployment zone.



3. Breakthrough

For Breakthrough battles, a player's board edge is the long board edge touching their own deployment zone.



MISSION TWO: VENGEFUL STRIKE

After prosecuting a brutal campaign of eradication, Perturabo's forces surrounded the VIIth Legion within the confines of the Cadmean Citadel. Despite their dwindled numbers, the warriors of the Imperial Fists 42nd Company held resolutely atop the walls and defences, aided by the ancient defence systems of the semi-sentient fortress itself. Through little more than brute force and determination, the Iron Warriors broke through the defences on a number of occasions, only to be repelled time and time again. It would take the direct intervention of Perturabo and his Iron Circle to set upon the walls of the fortress and finally thwart its defenders in a barely restrained fit of rage.

This mission uses the [Zone Mortalis rules](#) alongside The Horus Heresy: Age of Darkness rules.

THE ARMIES

The Iron Warriors player should take the role of the Attacker and the Imperial Fists player the role of Defender. When selecting armies the appropriate Zone Mortalis Force Organisation charts for these roles should be used, otherwise the players choose their armies using The Horus Heresy: Age of Darkness rules.

SETTING UP THE GAME

- The interior confines of the Cadmean Citadel can be represented using Citadel Miniatures Zone Mortalis terrain.
- Before deployment, the Defender should place D3+3 Objective markers that can be represented by specially modelled markers, coins or counters between 1"-2" in diameter on the board to represent Semi-sentient Defences (see Mission Special Rules on page 13). Each marker must be placed at least 6" from another token and the board edge. If the last markers are impossible to place using the above rules, simply nudge the other Objective markers by the smallest distance necessary to allow the last ones to be placed.

DEPLOYMENT

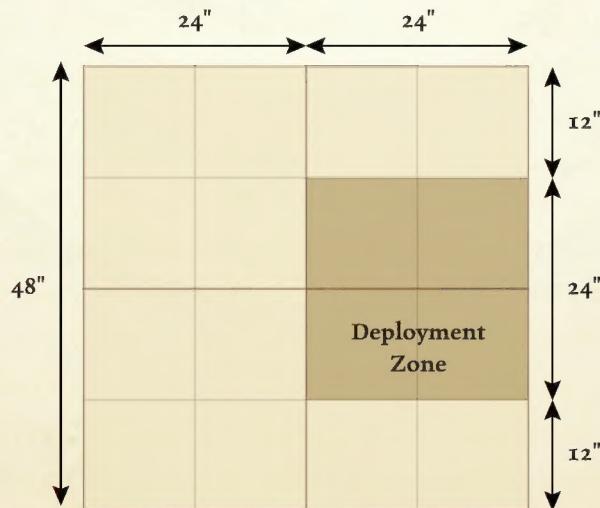
- The Defender's army is divided into two equal groups (rounding up), based on the number of units. The Defender then designates one of these groups to be the First Line and the other to be their Reinforcements. The Attacker's army is not divided into separate groups.
- The Attacker first deploys their entire force, except for any units held in Reserve, into their deployment zone. Any units that cannot be placed into the deployment zone are placed into Reserves.
- The Defender then deploys their First Line at least 12" away from any enemy models. Any units that cannot be placed into the deployment zone are placed into Reserves. The Defender's Reinforcements are placed into Reserves.
- Reserves arrive normally, each unit entering the board from the controlling player's board edge. The Attacker's board edge is that which forms the edge of their deployment zone. The Defender's board edge is the one opposite that of the Attacker.

FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

GAME LENGTH

The game uses the Variable Game Length rules in Battles in the Age of Darkness, The Horus Heresy: Age of Darkness rulebook.



VICTORY CONDITIONS

With the Citadel's outer defences breached, the forces of the Iron Warriors seek to wreak havoc and death amongst the defenders, who in turn rush to contain the breach and repel the invaders.

At the end of the game, the player who has scored the most Victory points is the winner. If both players have the same number of Victory points, the game is a draw.

Primary Objectives

- At the end of the game, each player scores 1 Victory point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, including models that are held in Reserve, count as destroyed for the purposes of this mission.
- At the end of the game, the Attacker gains D3 additional Victory points for each friendly unit that is entirely within the Defender's deployment zone. The Defender scores 2 Victory points for each First Line unit that has not been completely destroyed at the end of the game.

Secondary Objectives

- Slay the Warlord
- First Blood
- Linebreaker

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm & Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves
- **First Line:** The units in the Defender's army that start the game on the board are the First Line. These units gain the Stubborn special rule.

Semi-sentient Defences

Upon sensing the presence of an aggressor, the very walls of the Cadmean Citadel would bulge and rupture, projecting spearing protrusions and tearing open perilous rifts with an unknown intelligence, before receding and leaving nothing to evidence the demise of the mangled and dismembered corpses left behind.

If, at the end of their Movement phase, any unit from the Attacker's army includes a model that is within 2" of a Semi-sentient Defence marker, they must roll a D6 on the following table and determine the effect. Any wounds inflicted should be considered to have originated from the marker for the purposes of allocation.

D6 Result

1	Dormant: The defences of the Cadmean Citadel are not stirred. There is no effect and the marker must be removed from the board for the remainder of the game.
2-3	Crushing Mass: The very walls of the Citadel draw together, pipework and bulkheads reinforcements piercing flesh and armour alike. The unit that triggered this effect suffers D6 S4 AP- hits.
4-5	Bio-absorbers: Drawn to the very life force of the attackers, great maws open up in the ground, voraciously swallowing and digesting their matter even as they still struggle to break free. The unit that triggered this effect suffers D3 S6 AP3 hits.
6	Graviton Pit: Graviton pulse generators flare into action, multiplying the effects of gravity in the local area manifold. Each model in the unit that triggered this effect must roll equal to or under their Strength on a D6. If the roll is greater than the model's Strength, they suffer a wound with no Armour Saves allowed. If the unit suffers any wounds due to this special rule, they must take a Pinning test. Models without a Strength characteristic are unaffected by this result.



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